

ADAM™

SUPER GAME PACK

CAPTURES THE EXCITEMENT OF THE REAL ARCADE GAME
PLUS •EXTENDED PLAY •ENHANCED GAME FEATURES



AN EXPANDED-MEMORY VIDEO GAME PACK FOR USE WITH
ADAM™ THE **ColecoVision**™ FAMILY COMPUTER SYSTEM

GETTING READY TO PLAY



POWER SWITCH



INSERT CASSETTE



COMPUTER RESET
BUTTON

DO NOT REMOVE GAME PACK WHILE THE DRIVE IS OPERATING!

Start-up.

Turn ADAM™ on. Insert your Super Game Pack. Press the Computer Reset Button.

One-Player Game

Use the Port 1 controller.

Two-Player Game (Alternating Players)

Player 1 uses the Port 1 controller. Player 2 uses the Port 2 controller. Player 1 begins, and each turn lasts until the game section is completed or all the player's fighters are eliminated. Play then shifts to Player 2.

Choosing your challenge.

The Title Screen appears on your TV. Wait for the first Game Option screen to appear. Choose between a one- or two-player game. Then the Skill Selection screens appear. Each player selects a skill level at which to play. Player 1 chooses first.

Skill 1 is the easiest, suitable for play by beginners.

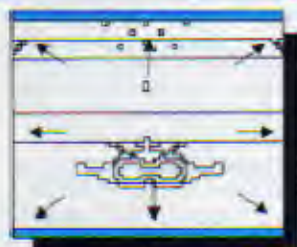
Skill 2 is a little harder. Enemies are more dangerous.

Skill 3 plays at the difficulty and timing of a professional arcade machine.

Skill 4 is a tougher challenge than an arcade machine. Do you dare face it?

Each player selects a skill option by pressing the corresponding number button on the controller keypad.

USING YOUR CONTROLS



Control Stick

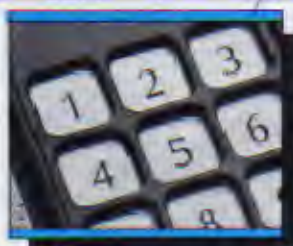
Press the Control Stick up (away from you) to make your fighter rise. Press the Control Stick down (toward you) to bring the fighter down. Press the Control Stick left or right to make the fighter bank and move in the direction selected.

Right Button: Fire

Press the Right Side Button to fire your weapon. Hold the button down for repeated shots.

Left Button: Thrust

Press and hold down the Left Side Button to make your fighter go faster. Release the button to slow the fighter down.



Keypad

Keypad Buttons 1-4 allow you to select your game options.

BUCK'S ADVENTURE!



Step into the command seat of the Buck Rogers™ fighter for the space adventure of your life! Your mission is to get to the Planet of Zoom™ before an alien force devastates the planet. Your problem: fleets of alien spacecraft keep you from getting there quickly!

Race through a narrow trench, fending off attacks from flying saucers, bouncing Tripeds and deadly missiles. Then head out into deep space for another battle with flying saucers.

Succeed only to find yourself steering between huge dangerous pylons as more flying saucers menace your flying space. Eliminate them before they get you! Then enter deep space again to dodge space mines, flying saucers and fatal enemy missiles!

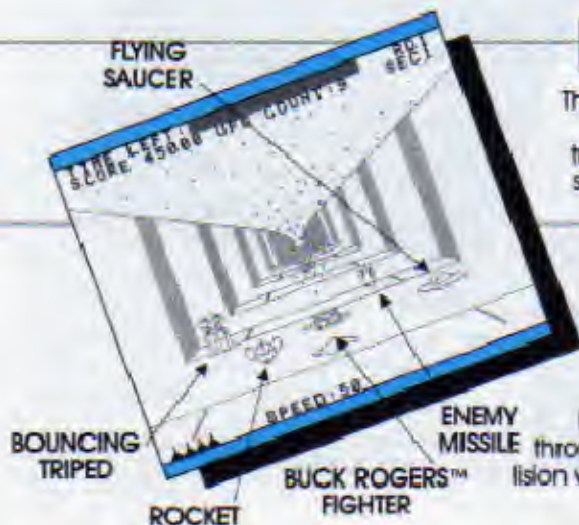
Another trench! Avoid crashing with walls as you fight off marauding enemy planes and missiles. If you get through, pass through narrow bridges. Blast at Tanks, Walkers and more enemy planes as they try to prevent your progress.

Back in deep space, asteroids pose a threat as you maneuver your fighter around them to blast at awaiting enemies. When you reach the planet surface, bouncing Tripeds, enemy planes and flying saucers make one last attempt to halt you.

If you make it, your fighter rushes toward the alien Command Ship. Blast its four engines, then eliminate the reactor doors. Watch out for enemy planes! Once beyond the ship, Drones attack your fighter. But you succeed, and your Buck Rogers™ fighter transforms into a new, sleeker model. Then the battle starts all over, and you face another challenge in your new space career!

Into the trench.

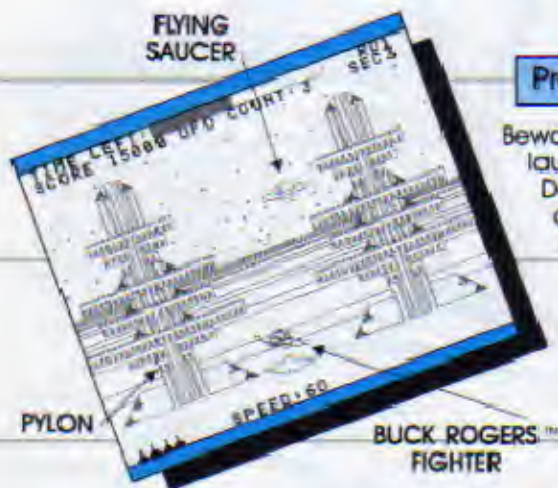
The Buck Rogers™ fighter appears in a long, narrow trench. How fast can it travel? Check the warp factor of your speed gauge. Accelerate from Warp 1 to Warp 99. The faster you fly, the more points you earn! Test your nerve, pilot. Find what's best for first-rate control of your ship. Suddenly alien saucers whiz past you from behind, then whirl around to attack. But they're not the only danger. Bouncing alien tripeds vault toward you. Missiles rush through them all. Shoot and dodge! Collision with any alien eliminates your fighter.



HERE'S HOW TO PLAY!

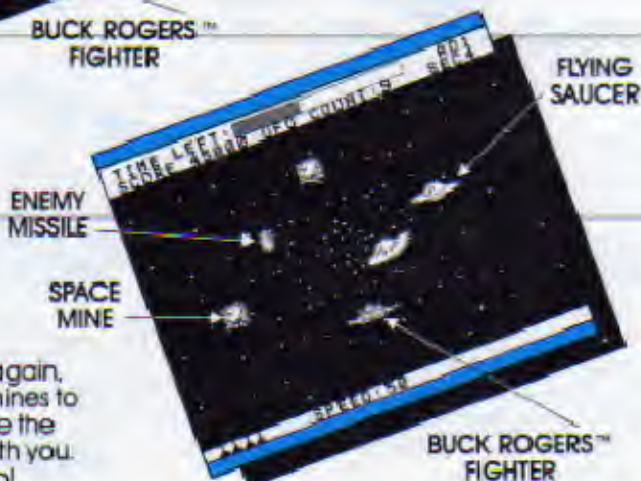
Hurtle through the stars.

You've gotten through the trench! The Planet of Zoom™ lies ahead in need of help. But your fighter's not safe in dark space. Another wave of Attack/Defense Fighters tries to prevent your progress. Their missiles zero in on you. Eliminate all the saucers before you reach Zoom to earn bonus points.



Precision flying.

Beware the Planet of Zoom™! The aliens launch an all-out effort to block you. Dangers lurk at every turn. Look sharp as you whiz by deadly pylons. You must steer between them or face elimination. Each pair of pylons you pass is worth one count in the UFO Counter. Make it past everything and collect your bonus!

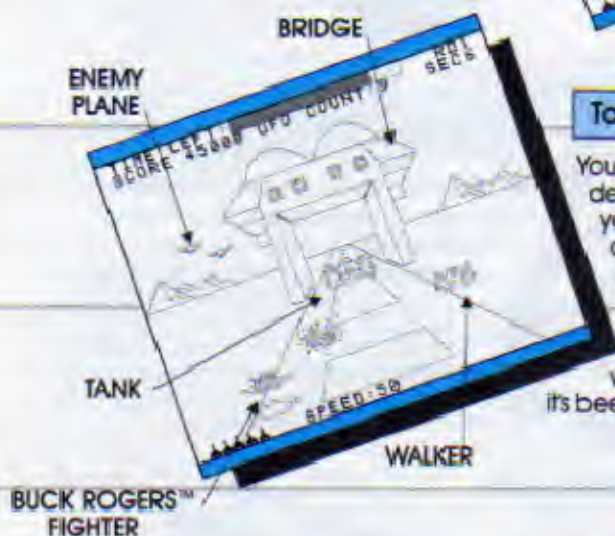
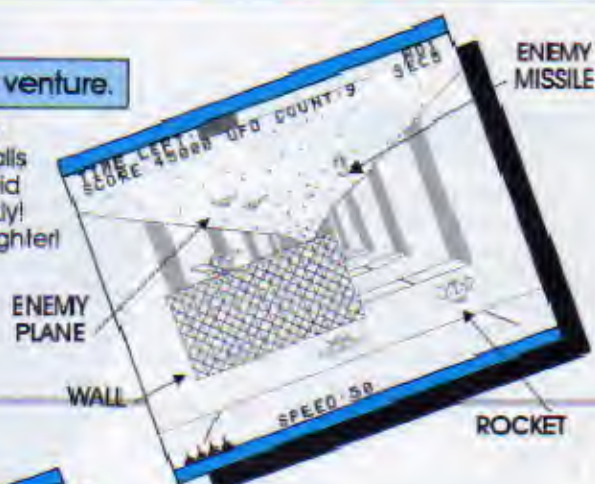


Back to space.

Alien saucers menace you again, but now you've got space mines to worry about as well. Eliminate the mines before they collide with you. Watch out for the missiles, too!

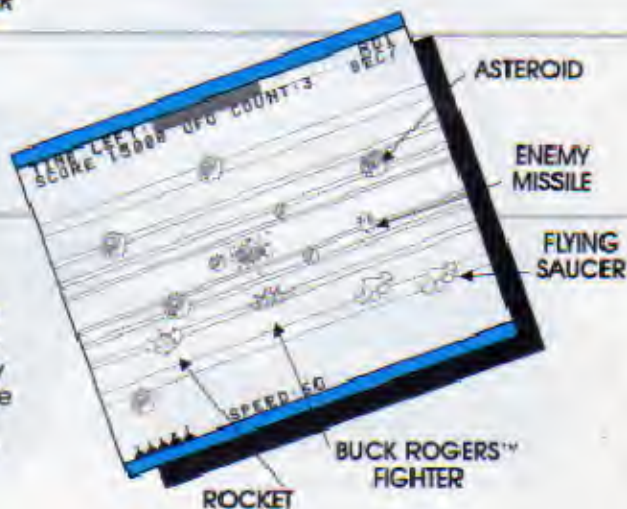
Second trench—another venture.

Think you've mastered this one? Think again! You must dodge walls that block your path as you avoid alien enemy planes. Think quickly! Missiles are homing in on your fighter!



Tanks, bridges and walkers!

Your fighter floats above a road. Suddenly a rival tank weaves in front of you. Armed alien walkers trudge along the ground. Enemy planes home in! Shoot and beware. You must steer through bridges and avoid fire from the gun batteries stationed on them. There's no way to eliminate a gun blast once it's been fired!



One more time!

The view in space looks familiar, but you can't afford to relax. Hazardous asteroids pepper the galaxy. Enemy saucers know just how to avoid these space pebbles to collide with you! Maneuver your fighter to meet your destiny.

On the surface of Zoom.

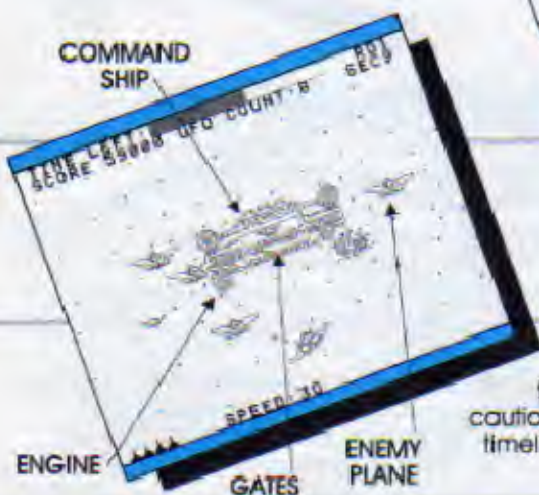
You're back on the Planet of Zoom.™ More alien saucers and planes pursue your fighter as bouncing alien triped try to keep you off balance. Can you handle it?

BUCK ROGERS™
FIGHTER

ENEMY
PLANE

FLYING
SAUCER

BOUNCING
TRIPED



COMMAND
SHIP

ENGINE

GATES

ENEMY
PLANE

Sight the Command Ship.

Here's your foe—the villainous alien Command Ship controlling Zoom. Bands of Attack/Defense Fighters protect its appalling majesty. You must eliminate each of the Command Ship's four engines to cripple it and get into the Space Warp tunnel. Dodge enemy planes, then move in to blast away the gates at the center of the ship. But caution: if you don't hit the gates before the timeline hits zero, your fighter is eliminated!

Inside the Space Warp tunnel.

Success! You've eliminated the alien Command Ship guarding the Space Warp. Now fly through the warp tunnel. Beware of enemy drones and planes! At any time, from any direction, planes and drones dive at your fighter. Stay alert.

ENEMY
DRONE

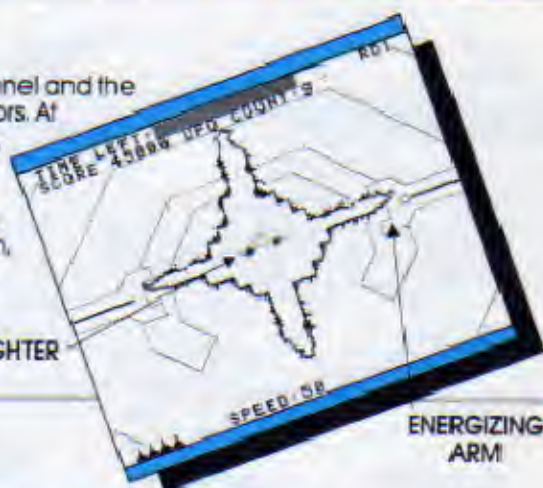
ENEMY
MISSILE

BUCK ROGERS™
FIGHTER



New round—new fighter

Make it through the Space Warp tunnel and the fighter stops at shimmering blue doors. At last not an enemy in sight! Suddenly, two large energizing prods emerge to buttress the ship, and Buck Rogers' fighter energizes into a new, sleeker, model! The doors open, the fighter rushes away, and you're back on another mission of mercy!



Put your name in lights

After your game has ended, the Hall of Fame Selection Screen appears:

If you're one of the game's high scorers, you can record your score on the BUCK ROGERS™ Hall of Fame Screen.

To enter your name, press the Control Stick **you have used** until the lower pointer moves beneath the letter of your choice. Then press the Left Side Button to enter the letter. You can select up to 12 letters in the name box.

To change letters in the name box, **press and hold in** the Right Side Button. This gives you control of the upper cursor (in the name box). Use the Control Stick to move the cursor beneath the letters you wish to change. Release the Right Side Button and use the Control Stick to move the lower pointer to select a new letter. Press the Left Side Button to enter the new letter in the name box.

To end your selection, press and hold in the Right Side Button to control the upper cursor. Use the Control Stick to move it to the question "DONE?" Press the Left Side Button to complete the screen. The game automatically records the Skill Level and the Phase number.

If two players achieve record-breaking scores in the same game, Player 1 enters a name first.

NOTE: If your score is not high enough, only the Display Screen will appear. Press Keypad Buttons 9-8-9 in sequence to erase all names and enter new names as described above.











To bypass the Hall of Fame Selection Screen at any time while it is showing, press * to replay your game or press # to return to the Game Option Screen.

IT'S A PRINT! Want to save your scores on paper? Just insert paper in the printer, then press Command Key PRINT while the Hall of Fame Display Screen is showing. ADAM™ does the rest!



SCORING

The faster you fly, the more points you get, even if you don't eliminate a single saucer.

FIGHTER ELIMINATES	POINTS EARNED:
 Flying Saucer	100
 Asteroid	100
 Command Ship Engine	100
 Space Mine	100
 Triped	200
 Walker	200
 Tank	300
 Drone	400
 Plane	400
 Command Ship Door	1000

Multiply

You earn the points listed above **plus** 100 points times the number of the round you are playing. For example, for eliminating a flying saucer in Round 1, your score is $100 + 100 \times 1 = 200$ points total.

Each time you hit the Command Ship doors, you earn 1000 points multiplied by the number of the round you are playing. At the end of each round, you earn 2000 points **plus** 1000 points times the number of the round you are playing.

Bonus Points

Two counters give you a bonus. The timeline (time remaining) changes from all red to all blue as you fly. The UFO Counter counts down each time the Buck Rogers™ fighter eliminates an enemy or passes an obstacle. When the UFO Counter reaches zero, you get 100 Bonus points for every segment left in the timeline.

Bonus Fighter

You win a bonus fighter at every multiple of 20,000 points, provided you have lost one or more fighters.

Starting over.

Press * to replay the BUCK ROGERS™ PLANET OF ZOOM™ SUPER GAME game option that you have been playing. Press # to go back to the first Game Option screen.

* = Replay (after game)

= Game Options (other choices)

Computer Reset

Pressing the Computer Reset button stops the game and erases it from computer memory. After a short period of time, the game begins again at the Title Screen. Computer Reset can be used in the event of a game malfunction.



THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing BUCK ROGERS™ PLANET OF ZOOM™ SUPER GAME, but it is only the beginning! You will find that this cartridge is full of special features that make BUCK ROGERS™ PLANET OF ZOOM™ SUPER GAME exciting every time you play. Experiment with different techniques—and enjoy the game!

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that this super game pack will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station. This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism, or misuse.

Any implied warranties arising out of the sale of the super game packs including the implied warranties of merchantability and fitness for a particular purpose are limited to the above 90 day period. Coleco shall in no event be liable for incidental, consequential, contingent or any other damages.

This warranty gives you specific legal rights, and you may have other rights which vary from State to State. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

SERVICE POLICY

Please read your Video Game Owner's Manual carefully before using the product. If your super game pack fails to operate properly, please refer to the trouble-shooting checklist in the Owner's Manual for your particular video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call Customer Service on Coleco's toll-free service hotline: 1-800-842-1225 nationwide. This service is in operation from 8:00 a.m. to 5:00 p.m. Eastern Standard Time, Monday through Friday.

If Customer Service advises you to return your super game pack, please return it postage prepaid and insured, with your name, address, proof of the date of purchase, and a brief description of the problem to the Service Station you have been directed to return it to by the toll-free service information. If your super game pack is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the super game pack is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your super game pack requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: 1-800-842-1225 nationwide.

ADAM™ SUPER GAME PACK

Special Features!

Super Game Packs designed exclusively for ADAM™ create video game power never brought to your home before. These special features, found in most Super Game Packs, show you that only the *best* can be found with ADAM™:

- 1. Expanded Game Memory.** No other game system offers more. ADAM™ Super Game Packs provide potentially 32 times more game memory capacity than most other video game systems!
- 2. Expanded-Resolution Graphics.** You'll be amazed at what you see on the screen! There's always a greater variety of video graphics with ADAM™ Super Game Packs because of their greatly expanded memory.
- 3. Hall of Fame Screens.** Just like in the arcades, you can preserve your name and high scores in lights! ADAM™ Super Game Packs remember up to **three** regular player names and up to **eight** top scores—even after you turn ADAM's™ power off!
- 4. Special Pause Feature.** With a simple press of a key, most Super Game Packs give you pause—to answer the phone or run to the refrigerator—then pick up your game exactly where you left it!
- 5. Skill Selection.** ADAM™ Super Game Packs allow you to play at **your own** skill level and your buddy to play at **another**—all in a single two-player game!
- 6. Super Game Sounds.** Think you've heard it all? There are more sounds and better sounds in every Super Game Pack!
- 7. New Screens.** Nowhere—**not even at the arcades**—will you see as many different screens as in ADAM™ Super Game Packs! This means *more* game play—more fun!
- 8. Floor Shows.** ADAM™ Super Game Packs offer you between-screen animated cartoons and "floor shows," just as in the arcades—only better! Now *that's* entertainment!
- 9. Standard and Master Games.** Most ADAM™ Super Game Packs offer not only standard games that provide as much thrills as any professional arcade machine, but also Master Games for the experienced and expert game player! That means more screens, more game play, more challenge!

